**Social Studies 8 Blizzard Bag #1 2014 The Lowell Mills Girl Game**

This activity explores factory life in the North during the Early Industrial Revolution in America. This is a key event in American History that begins and runs throughout the time from of our Early Republic II, Sectionalism, Manifest Destiny and Territorial Growth 1812-1850 unit. It is directly related to Expectations 1, 7, 8, and 9 and Guiding Questions throughout the presidencies that we will be studying.

Along with this sheet you will be given a packet for recording your decision making and lessons learned during your play of the game.

**Begin by going to the Lowell Mills Girl Game** either directly at this web address:

<http://www.uml.edu/tsongas/bringing-history-home/page_00/index.htm>

Or by clicking on the link on the home page of the <http://harmonss8.wikispaces.com> wiki where we have also posted a direct link.

1. Read the instructions on the opening page that begins “**Decide Eliza Paige’s Future**”

2. When ready, click on the link “**So, catch the coach to Lowell**” and read the situation. Summarize this in the first box on your worksheet.

3. You will be given options. Before you decide- maybe click around the “finding out more” items and “asking advice” items to make a more informed decision. Note what you learn in the box to the right of your worksheet.

4. Once you’ve decided, note your choice and your reasons for it on your worksheet. Then click the link and see what happens.

5. Summarize the consequences- and then make your next decision…

**Keep working like this until the end of the game when you will reflect upon your choices and consequences. There are a number of different paths that you might choose your way along.**

***Please do not go back a step during the game. Follow your first path all the way through to the end before you go back and check out other options.***